

Decision Path: Make peace with Barty

Goal: Protect Dreyl and Barty for 12 turns

Introduction:

“Well, ain’t that a sight for the ages,” Barty says as he stands over you. “Some mad sellswords crash into my ship, leave me for dead, force me to piece together a new boat from the wreckage, and then suddenly they appear in the stark middle of the sea looking for rescue.

“Not only that, but you still have this traitorous Quatryl with you!” He jabs at Dreyl with an oar. “What kind of world is this, where the likes of her can yet be breathin’?”

“You murderous bastard!” Dreyl spits out as she coughs up sea water. “Only after I see you dead will I allow myself to die.”

“Murderous!” Barty feints indignation. “Why, correct me if I’m wrong, lass, but did I not just save your skin? Would you like me to throw you back into the sea?”

Dreyl yells in anger, and you step in to stop the altercation from turning bloody. You point to the horizon, reminding everyone that a storm is approaching. You’ll be able to sort out your differences when and if you get through that alive.

“Aye,” Barty says while Dreyl sulks in silence. “Thanks to you, this ship is a broken fraction of what she once was, and I have no crew. I can steer us through, but I’ll need your help. I sense the work of the angry sprits of the sea.”

“This isn’t over, Half-Ear!” Dreyl shouts over the growing sounds of the storm. “Just stay away from me until we’re through!”

Special Rules:

Dreyl **(a)** and Barty **(b)** are both allies to you and enemies to all monster types, however they are also enemies to each other. Dreyl performs a “Move 4, Attack 3” (using the monster attack modifier deck) action every round on initiative 50. Barty is considered to have an initiative of 01 for the purposes of focusing, but does nothing on his turn. Both Dreyl and Barty have 6+2xL hit points, and the scenario is lost if either one dies. Any time Dreyl or Barty suffers damage, any character can lose a card from their hand to completely negate the damage.

At the beginning of every round, after selecting character ability cards as normal, reveal an ability card for all three monster types, regardless of whether there are any of that type on the board. The initiative values on these cards will determine which type of enemy spawns. For two characters, one monster of the type with the highest initiative spawns at the beginning of every odd round, and one monster of the type with the lowest initiative spawns at the beginning of every even round. For three characters, one with highest initiative spawns in first round, one with the highest and one with the lowest spawn in the second round, lowest in the third round, highest and lowest again in the fourth round, and then the cycle repeats in the fifth round. For four characters, one with the highest and one with the lowest spawn every round. These spawns are all normal in rounds 1-6 and all elite in rounds 7-12.

Wind Demons always spawn at **(c)**, Lurkers always spawn at **(i)**, and Frost Demons always spawn at **(e)**. In any round in which a Wind Demon spawns, all character and character ally movement abilities are increased by 1. In any round in which a Frost Demon spawns, all character and character ally movement abilities are decreased by 1. When a Lurker is spawned, all characters and character allies, excluding Barty, are pushed 1 away from the spawning Lurker.



Conclusion:

Before the storm even clears and the rest of the angry creatures and pushed back into the sea, Dreyl and Barty are back at each other's throats, with Dreyl brandishing a mean-looking electric baton in Barty's direction.

"It's time for you to pay for Luce's murder, Half-Ear," Dreyl says.

"Oh, please," Barty scoffs. "Your friend had been stealing from me for a long time, and everyone knew. Had to make an example. It's as simple as that."

"So you kill her in cold blood?" Dreyl says. "If you had no mercy then, why should I show you any now?" Dreyl swings the baton at Barty, and he dodges out of the way.

"Put that toy down 'fore you hurt yourself, girl," Barty chides. "Do you think those mercenaries you tricked will side with you on this one? You poor saps need me to navigate to dry land."

"I don't care, you human piece of garbage!" Dreyl yells. "As long as I can see you take your last breath, nothing else that happens afterwards will matter!"

"Come now, friends" Barty addresses you, dodging another swing from Dreyl. "We clearly have a problem here. This crazed Quatryl and I ain't gonna last on the same ship together. Her stupidity overwhelms me. It's time to choose."

Rewards:

"Storm Blade" (Item 078)
10 experience each

What will you do?

- ① Kill Barty Half-Ear to keep Dreyl happy.
- ② Send Dreyl off in a raft to keep Barty Half-Ear safe.
- ③ Keep them both on board and continue to try to keep the peace.